

week 12:	on the trail of wally
----------	-----------------------

So ... Where in the World is Wally?

Games:

1. **Active Game:** Down the tunnel

Define a playing area. Let the Cubs run around. When the whistle blows, the Sixers freeze and stand with their legs apart. The Cubs find their Sixer. The first Cub crawls through the legs and stands right behind the Sixer with their legs apart too. Next Cub crawls through both pairs of legs and stands right behind the second Cub with his/her legs apart as well. Continue until the whole Six forms a tunnel.

2. **Active Game:** He's Escaped!

Define the playing area. One Cub is 'it'. Cubs run free. If caught, Cubs stand with their legs apart. Any other Cub can free them by crawling through their legs. Change 'it' regularly.

3. **Relay:** Follow the trail of Wally

Cubs in relay formation. Six caps or containers are placed at intervals in front of each Six. The first Cub in each team is given six items (e.g. dried beans, marbles, noodles, etc...). On go, they drop one item in each container, run around a marker and collect the items on the way back. The Six that finishes first, are the winners.

4. **Team Game:** Are you Wally?

Divide the Cubs into two or three teams and stand each team in a straight line some distance away from the other team. Number each team member from 1 to ... The Scouter stands in between the two teams with a tennis ball. The Scouter calls "WALLY WALLY NUMBER ..." and throws the ball up high in the air. The two (or three) Cubs from each team whose number was called run to catch the ball. The Cub that catches the ball will get a point.

5. **Circle Game:** Get him!

The Cubs stand in a circle numbered off from 1 to 4 (or 6). A sheet of newspaper is in the middle of the circle. When their number is called Cubs run around the circle, back in through their place and grab the newspaper. The Cub with the biggest bit torn off is the winner.

6. **Musical Game:** So then, who is Wally?

Play musical chairs – if no chairs are available use newspaper instead. Last Cub standing is Wally!

Maybe by using all our senses and following the clues, we will be able to track down Wally ...

Sense training:

1. **Feel:** What has Wally left behind?

String a rope between two trees or similar. Attach pieces of string (1 piece or more) to the rope at regular intervals. To these pieces of string attach things Wally may have dropped (e.g. ice cream stick, paper cup, sweet wrapper, shoelace, etc...). Blindfold the Cubs (use scarves). The Cubs must feel their way along the rope, down each piece of string and identify the object tied onto the string. Be on hand to supervise. Cubs can record individually or in Sixes what they felt.

2. **Smell:** Where is he now

Have 8 to 10 distinctive smells in numbered containers (*Games module: page 61*). Use smells where Wally may be e.g. in the onion patch, up a lemon tree, etc...

Do you think Wally is hiding ... or maybe lost??

Yarn:

LOST

Yarn Module: page 15

We need to make every effort to find Wally And what can we find along the way?

Craft/Activity:

1. **Activity:** Follow a compass trail.

Make up a compass trail. E.g. paper number 1 – take 10 steps North (finds second paper) – 12 steps North West (finds third paper) – 5 steps East and so on, use as many of the 8 points as possible and you should have between 6 to 8 instructions. The Cubs must follow the trail which leads to Wally (can give sweets).

2. **Handcraft:** What's out there?

Handcraft Module: page 62 (Leaf prints), page 81 (Nature jewellery), page 82 (Nature scene or leaf pictures).

Singing/Play Acting:

1. **Singing:** Are you sleeping?

Maybe Wally has fallen asleep – wake him up! *Singing Module: page 7* and instead of Brother John, substitute with Brother Wally!

2. **Playacting:** Where's Wally?

Write down places where Wally might be on slips of paper e.g. at school, the circus, funfair, on a farm, etc... Each Six chooses one. Allow 5 to 10 minutes preparation time. They then act out their place and the other Sixes must guess where Wally is. Try this as a mime, i.e. no talking.

Advancement covered:

Silver Wolf:

Living with Nature: Make an item using natural materials (**Handcraft**)

Gold Wolf:

Compass and Mapping: Follow a simple compass trail of six to ten moves (**Activity**)

NOTE: The handcraft and activity can be done at the same time with the Gold Wolf Cubs doing the trail at the same time the Silver Wolf Cubs are doing the nature craft.